

VIDEO GAME CARTRIDGE
FOR THE ATARI 5200 SUPERSYSTEM

ATARI[®] 5200

DINO DINO

THE UNDERGROUND ARCADE SALASHI



*DINO DINO is created and designed by Namco, Ltd. — manufactured and wholly owned by Atari, Inc. Trademark and © Namco 1982

Insert your 3200[™] game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center slot of the console, but do not force it. Then press the POWER switch on. See your owner's manual for further details.

GAME OBJECTIVE

Keep Dig Dug alive on his quest for points and vegetable treasures. You'll score points for digging (as well as finding treasures). But beware of Pooka[®], the renegade balloon, and Fyggor[®], the fire-breathing dragon. They'll stop you in your tracks if they catch you.

Earn points in DIG DUG four different ways: by tunnelling through the dirt of the underworld, by

blowing up Pooka or Fyggor with your pump, by dropping rocks on top of Pooka and Fyggor, or by eating the vegetables that appear in the middle of the screen.

At the start of the game you have three lives. You can also earn bonus lives: the first bonus life is earned at 10,000 points, the second bonus life at 40,000, and each following bonus life at 40,000 point intervals.

A round is completed when all monsters are killed or escape from the screen. The round is indicated by the number of flowers on the upper right of the screen. Each small flower represents one round; each large flower represents ten rounds.

GAME PLAY

Use your joystick to make Dig Dug tunnel through the underworld. He'll move up, down, right, or left in the same direction you move the joystick.

To use your pump against Pooka or Fyggor, press any of the red fire buttons on your controller. If you



©1988 and 1994 by Nintendo of America

continue pressing the button, your victim will eventually explode. If you let go of the fire button before the monster pops, it will slowly deflate and continue the chase. Dig Dug is safe from the monsters while they are partially inflated—in fact, Dig Dug can run straight through partially inflated monsters.

Drop rocks on monsters by digging away dirt from beneath the rocks. Move out of the way quickly, though, or you'll be pulverized by the falling rock.

The underworld is divided into four layers (see Figure 7). You'll score more points for exploding monsters in the bottom layer than the top layers. Use monsters to lower levels by letting them chase you as you tunnel down.

Score bonus points by running over the vegetables that appear in the center of your screen. Vegetables only appear for a short time, so when you see one, grab it quickly.



Frodo and Fygar often turn into ghosts and will float through the dirt to find you. Ghosts are irresistible until they reach the air of a tunnel.



USING THE CONTROLLERS

Plug one 5200 controller firmly into jack 1 for one-player games, plug a second controller into jack 2 for two-player games. The player using jack one controls game selection and starts the game.

CONTROL KEYS

Press **START** to begin the game. Press **PAUSE** once to stop the game, and again to restart the action. Press **PAUSE** then **RESET** to return to the option screen. In order to begin another game at a new difficulty level.

GAME OPTIONS

The vegetable at the center of the screen indicates the game level. Press the **+** to choose one of 12 game levels: Caneel, Aubergine, Mushroom, Zucchini, Eggplant, Bell Pepper, Tomato, Onion, Watermelon, Gokashon, or Pineapple. The game levels become progressively more difficult; the number of monsters increases, the game play becomes faster, and the monsters become more difficult to avoid.

You can continue playing the same game of DIS DUG after losing your last life by pressing any red life button when **GAME OVER** appears on the screen. You'll receive three additional lives, and the score and game level will remain unchanged.

You may also select a beginner game level, indicated by a teddy bear. Press the **+** until a teddy bear symbol appears at the center of the screen.

Press the **+** key to select a one-player or two-player game. When you've selected the appropriate game option, press **START** to begin the game.

SCORING

VEGETABLE	ROUND	POINTS
Caneel	1	400
Aubergine	2	600
Mushroom	3	800
Zucchini	4 & 5	1,000
Eggplant	6 & 7	2,000
Bell Pepper	8 & 9	3,000
Tomato	10 & 11	4,000
Onion	12 & 13	5,000
Watermelon	14 & 15	6,000
Gokashon	16 & 17	7,000
Pineapple	18 and up	8,000

ACTION	POINT VALUE
Digging	8 points per chunk
Destroying monsters by dropping rocks	
1 monster	1,000
2 monsters at once	2,500
3 monsters at once	4,000
4 monsters at once	6,000
5 monsters at once	8,000
6 monsters at once	10,000
7 monsters at once	12,000

Exploding Pooka from any direction, or exploding Hygar from above or below

1st soil layer	200
2nd soil layer	300
3rd soil layer	400
4th soil layer	500



Exploding Hygar from the side

1st soil layer	400
2nd soil layer	600
3rd soil layer	800
4th soil layer	1,000



STRATEGY

■ Drop rocks on monsters by digging a long tunnel beneath a rock. Keep the rock from falling on you by keeping forward pressure on your joystick when a monster runs close behind, turn away and let the rock fall.

■ Use your pump to temporarily stun monsters, so you can lure more than one monster behind you. When you have a line of monsters chasing you, head for the nearest rock and drop it on them—all at once!

■ Bonus vegetables only will appear after two sacks have been obliterated, and will remain for only ten seconds. For maximum points, be sure to drop at least two sacks then grab the vegetable before moving to the next sound.

■ You'll score more points by popping a Hygar from the side so use your pump to stun the dragon while you move to his side. Then finish punting Hygar until he explodes.

■ Hygar's deadly fire can reach you through a thin wall of dirt—so stay out of his way when he stops moving.





Call the toll
free 1-877-ATARI (in California
only 1-800-ATARI-USA-11)

Atari welcomes your comments.
Please address all correspondence to:

ATARI, INC.
Customer Relations
1872 Chapman Avenue
Sunnyvale, California 94086



©1990 Atari Corporation. All rights reserved.

ATARI INC. Customer Relations, 1872 Chapman Ave., P.O. Box 1487, Sunnyvale, CA 94086

FORM 11REV-A

10/20/90-LS

PRINTED IN U.S.A.

100% RECYCLED PAPER WITH 10% POST-CONSUMER WASTE